



# Facts & Features

**Ulead® COOL 3D™ 3.0** is powerful animated 3D titling software that lets designers create high-impact 3D titles and graphics with amazing special effects for Web pages, videos and presentations. Ulead COOL 3D includes a whole host of new and enhanced features previously unseen in this category, making version 3.0 even more potent than its predecessor. Available in both box and ESD download versions, this latest version continues to offer intuitive, easy editing for instant results.

## THE BASICS

- Real-time, WYSIWYG editing environment.
- 199 levels of undo for optimal creativity.
- Supports 128 characters per object with an unlimited number of objects.
- Save custom settings for reuse with the Add button.
- Switch among draft, fair, better, best and optimal Display and Output quality settings.
- **ENHANCED!** Shortcut keys to switch among tools and 3D faces.
- Set image dimensions by pixel, inch, or centimeter independent of the background image size. Or set image dimensions using video and Web banner standards.
- Copy and paste as BMP, OLE and Ulead object text/objects in Ulead COOL 3D into other programs.
- Copy and paste attributes between Ulead COOL 3D documents.
- **NEW!** Playback Cache for faster previewing of animations by storing data into a temporary folder.
- Apply HAL rendering for faster previews, dependent on the display card used to support Direct 3D.
- Support for additional Ulead COOL 3D plug-ins.
- **NEW!** Download free presets and objects within the program.
- Customize 3D settings with the Attribute toolbar for expert control.

## 3D TEXT AND OBJECTS

- **NEW!** Insert and edit text/objects with the Object toolbar.
- **NEW!** Group and ungroup individual text/objects with the Object Manager, and rename and delete subgroups.
- **NEW!** Create geometric shapes such as spheres, cubes, cones, cylinders and pyramids with a single click, and apply individual attributes with the Geometric toolbar.
- **NEW!** Import DirectX® files for endless creativity.
- Work with any TrueType font, including symbol fonts.
- Instant font previews available for easy selection.
- Easily increase and decrease text/object width, height and depth, as well as alignment.
- Control character and line spacing.
- Quickly split text to apply different attributes to individual characters.
- Advanced texture mapping for front, front-bevel, side, back, and back-bevel faces.
- **NEW!** Apply object quality setting to text/objects for a smoother appearance.

## 3D ANIMATION

- Easy-to-use Animation toolbar.
- Multiple key frame control over the style of all objects with separate timelines for each style.
- Move between independent key frames and set the number of key frames in the animation.
- **NEW!** Add and subtract the first & last key frame of plug-in effects.
- **NEW!** Show and hide text/objects.

## NEW! THE PATH EDITOR

- **Shape Tool** - Create simple vector shapes, such as circles, squares, polygons and stars with settings to customize the sides and points.
- **Object Tool** - Resize, distort, rotate, slant and change the perspective of paths.
- **Path Tool** - Add curves and lines, and create closed paths.
- **Freehand Tool** - Draw freehand and apply an accuracy setting.
- **Adjust Tool** - Select, add and subtract control points. Also define the attributes for curve segments and types of curves.
- **Zoom in/out** - Zoom control for added convenience.
- **Undo/redo** - 99 levels of undo within the Path Editor.
- **Import Graphics** - Import EMF and WMF files for further editing.
- **Background Image** - Import JPG or BMP images as a working template for manual tracing.
- **Convert to Vector** - Auto trace simple raster images, with settings for tolerance, jump points and threshold.

## ENHANCED! THE EASYPALLETTE™

Ulead COOL 3D's revolutionary EasyPalette instantly displays visual drag-and-drop presets. Now rearranged for faster navigation, this attractive and colorful approach to design makes working in Ulead COOL 3D fun and easy.

## ENHANCED! THE STUDIO FOLDER

- **Compositions** - Ready-to-use 3D templates that can be customized.
- **Backgrounds** - Presets offering background colors and images. Import BMP or JPG files or paste directly from the clipboard, as well as control the color, brightness, saturation and hue of background colors.
- **Shapes** - Thumbnails of 3D geometric shapes.
- **Symbols** - Ready-to-go graphic objects.
- **Motion** - Animated preset motion paths. Right mouse drag-and-drop click to apply only the position, orientation and scale attributes.
- **Camera** - Presets combining the camera angle, lens and distance features.

## ENHANCED! THE OBJECT STYLES FOLDER

- **Gallery** - Settings to provide ready-to-use 3D styles. Right mouse drag-and-drop click to apply only the light, bevel, surface color and texture attributes.
- **Bevel** - Presets of bevel styles such as flat, round and chiseled, or combinations of all three. Control the extrusion, depth, border, and weight of the bevel.
- **Light & Color** - Light and color settings, including options to customize the surface, ambient, specular and light attributes. Right mouse drag-and-drop click to apply only the light and surface color attributes.
- **Texture** - Preset textures with flat, cylindrical, spherical and reflective mapping for individual faces. Set texture rotation, position and apply bilinear texture filtering for improved texture mapping. Import BMP and JPG textures or simply paste directly from the clipboard.

## THE BEVEL EFFECTS FOLDER

- **Board Effect** - Impressive ready-to-use 3D board creations.
- **NEW! Custom Bevel Effect** - Customized, different front and back bevels.
- **Frame Effect** - Text/objects inside 3D frames.
- **Hollow Effect** - Pierced text/objects inside 3D boards.
- **Imprint Effect** - Text/objects depressed onto 3D boards.

## THE OBJECT EFFECTS FOLDER

- **Bend Effect** - Warp and distort text/objects.
- **Dance Effect** - Employ various dance movements.
- **NEW! Distort Effect** - Deform the width, length and depth of individual characters, as well as change the perspective of individual characters.
- **Explosion Effect** - Explode text/objects, specifying the direction, intensity, rotation and randomness of the explosion.
- **NEW! Motion Path Effect** - Animate standing or flat text/objects along preset 3D paths.
- **Path Animation Effect** - Move text/objects along a predetermined path such as a tornado, sling, arc, pendulum, ripple and wind.
- **Surface Animation Effect** - Wrap text/objects around a 3D surface such as a sphere, cylinder and cube.
- **Token-based Motion (G) Effects** - *Skew, Move, Rotate* and *Size* text/objects in forward, backward or in random order using different X, Y, and Z combinations.
- **Twist Effect** - Twist and deform text/objects along the X, Y and Z axis

## NEW! THE TRANSITION EFFECTS FOLDER

- **Blast Effect** - Explode apart & replace characters with new text.
- **Bump Effect** - Knock over & replace characters with new text.
- **Jump Effect** - Drop characters on top of other characters, eventually replacing with new text.

## THE GLOBAL EFFECTS FOLDER

- **Fire Effect** - Create fire or ice animations.
- **Glow Effect** - Create neon lights or luminous glows.
- **Motion Blur Effect** - Produce discrete or continuous motion blurs with different animation paths.
- **Shadow Effect** - Add shadows to the animation.

## OUTPUT FOR THE WEB, VIDEO AND PRINT

- **ENHANCED!** File format support for BMP, GIF, GIF Animation, JPG, TGA, AVI, MOV and RealText® 3D.
- GIF options: Frame delay time, dither and interlace background transparency, 2...256 color reduction, save GIF image sequence and set the number of iteration.

- **NEW!** GIF optimization options: Create a super palette, remove redundant pixels and preview after saving.
- **NEW!** Status report of GIF optimization includes file and download size before and after compression, including the amount and percentage saved.
- **NEW!** Integration with Ulead® SmartSaver™.
- JPG options: Quality, subsampling, output resolution (screen, print, customize) and progressive compression.
- TGA with alpha channels and transparent background.
- **ENHANCED!** Interlacing of MOV, AVI, BMP, JPG and TGA sequence files.
- **ENHANCED!** Ulead VIO support i.e. more options in the video Save As dialog box.
- OLE 2 and Ulead object linking for in-place editing support.
- Microsoft FrontPage integration.

## SYSTEM REQUIREMENTS

- Intel® Pentium® compatible processors (Pentium 166 with MMX or above recommended).
- Microsoft Windows® 95 OSR2 or higher or Windows® 2000
- 32 MB RAM (64 MB RAM recommended).
- 80 MB available hard disk space (100 MB recommended)
- DirectX® 6.0 driver or above
- HiColor or True Color display adapter and monitor
- CD-ROM drive
- Windows compatible pointing device

## ADDITIONAL PLUG-INS (PLUG-IN MADNESS II PACK)

- **Explosion 2 (Object) Effect** - Apply 3D particles in the explosion and specify the motion path of shattering pieces.
- **Facet (Bevel) Effect** - Peg 3D text/objects onto 3, 4 or 5 sided bevel faces.
- **Human Motion (Object) Effect** - Give lifelike motion to animations such as walk, jump and dance.
- **Merge Control (Global) Effect** - Color merge text/objects like Hue & Saturation, Hue only, Saturation only, Luminosity only, If Lighter, If Darker, Lighting, and Difference in relation to the background.
- **Outline (Bevel) Effect** - Reduce text/objects to its outline structure and then put a twist in it.
- **Reflection (Global) Effect** - Create mirror images to animations, determining the position and aspect of the reflection.
- **Token-based (K) Motion Effects** - *Skew, Move, Rotate* and *Size* individual text/objects in forward, backward or in random order using different X, Y, and Z combinations, assigning different attributes between the key frames.

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